

Sonic

the comic

starring
SONIC
THE HEDGEHOG™

**FAB
FREE GIFT**

PLUS
STREETS OF RAGE
SONIC'S WORLD
MARKO'S MAGIC
FOOTBALL!



FREE GIFT MISSING?
ALERT YOUR NEWSAGENT NOW!

CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Strange but true, February 14th is the day for showing loved ones how much you care - so being mega-hearted, I've included a free **Sonic Valentine** card with this issue. As the old saying goes, love makes the world go round, but frankly, it brings me out in rust spots!

Something else to make you feel warm and glowing can be found in the centre pages. What, no News Zone? Well, how about a snazzy **Shinobi Pin-up** to get you in the mood for the new series, starting in just two issues time. You'll discover that it's not just Sonic, Knuckles and Tails who aren't short of admirers if you turn to the special Valentine edition of **Graphic Zone**.

That someone you love to hate, Doctor Robotnik, dishes up a double dose of misery by appearing in **STC's Sonic stories: Day of the Death Egg** and **Enter the Cybernik** part one. Even **Marko's Magic Football** has a romantic interlude in the penultimate episode of the current series. Phew! Glad I'm still young, free and lubricated!

You'll find something very sweet about the next issue of **STC**, namely a **FREE** pack of Sonic sweets stuck to the cover! There'll also be news of three (count 'em) mega-brill series heading your way. I could tell you one of them features a small fox in an oversize trenchcoat - but then that would be sneaky of me, wouldn't it?

Go on Boomers, show someone you care, give 'em **STC**!

Megadroid

SONIC SUMMER SPECIAL RUNNERS-UP

Stop sulking, and listen up! So you didn't make the **Sonic/Tomy Competition** winners list? Well, all is not lost 'cos you could be one of the 90 lucky Boomers to receive a runners-up prize!

Runners-up will receive either a Sonic Duel, a Sonic Flexi Friend or a Sonic Water Wizard:-

C. Abbott, St. James, Northampton.	P. McDooley, Co. Antrim, N. Ireland.
D. Anderson, Midlothian, Scotland.	S. McDowell, Dan Heag, Holland.
C. Bigwall, Peterborough, Cambs.	C. McKay, Co. Ayr, N. Ireland.
J. Birrell, Leeds, W. Yorks.	S. McKee, Tarrleton, Preston.
J. Bolton, Budeleigh, Somerset.	D. McLellach, Glasgow, Scotland.
M. Burlard, Avon.	D. Moore, Litherland, Merseyside.
D. Campbell, Bassetlaw, Surrey.	D. Morgan, Walsley, Stafford.
J. Clapp, Belper, Worcs.	A. Parker, Sudbury, Bristol.
C. Cox, Chesham, Reading.	T. Pates, Stourbridge, W. Midlands.
A. Craig, Co. Antrim, N. Ireland.	R. Patey, Douglas, Lancashire.
D. Cresswell, Salisbury, Wilt.	A. Perry, Biddisford, Wilt.
L. Darcy, Yellon, Bristol.	M. Pickering, Liverpool, Merseyside.
B. Davies, Bolton, Lancs.	S. Plumb, Isle of Wight, Kent.
G. Day, Newton Abbot, Devon.	S. Rahman, Wotton, Surrey.
S. Deegan, Brighton Hill, Berkshire.	D. Brady, Lower Earley, Reading.
R. Derlin, Co. Tyrone, N. Ireland.	D. Reynolds, Bordenley Green, Birmingham.
I. Dewar, Fife, Scotland.	D. Root, Dover, Dover, Essex.
K. Diamond, Ayrshire, Scotland.	C. Rowan, Plesmore, London.
G. Dickson, Midlothian, Scotland.	F. Seaton, Sarnel, Wexford.
K. Dixon, Uttlesford, Essex.	D. Shandon, Leeds.
L. Dodd, Bexhill, Surrey.	L. Sheehan, Co. Waterford, Rep of Ireland.
S. Duro, S. Glamorgan, Wales.	M. Siddiqui, Grayson, Essex.
M. Eney, Swanley, Kent.	D. Singleton, Isle of Dogs, London.
D. Farner, Abbeystead, Gloucester.	B. Smith, Slapton, Kent.
L. Farrar, Selsey, N. Yorks.	D. Stanton, Harrogate, N. Yorks.
B. Fell, Barrow-in-Furness, Cumbria.	D. Stringer, Radhill, Hereford.
S. Fletcher, Kirby, Merseyside.	M. Sutton, Coates, Cheshire.
C. Friedman, Hackney, London.	H. Talling, Croydon, Surrey.
A. Gillespie, Glasgow, Scotland.	M. Taylor, Northwood, Middx.
K. Gregory, Bracknell, Berks.	D. Thorpe, Norwich, Norfolk.
J. Hitchcock, Puddsey, W. Yorks.	R. Thomas, Kings Langley, Herts.
G. Howard, Sheffield, S. Yorks.	Timothy Family, Duxton, Northampton.
J. Howard, Orpington, Kent.	J. Valentine, Barnsley, S. Yorks.
T. Jacobs, Bewsey, Worcs.	A. Wagstaff, Arnold, Nottingham.
N. Kajib, Borel, Herts.	J. Wall, Stratford, Nottingham.
I. Keate, Leicester.	N. Ward, Great Stairford, Cambs.
S. Kerrigan, Preston, Lancs.	T. Washington, Mid Glamorgan, Wales.
J. King, Wymondham, Norfolk.	C. Whyte, Ayr, Cheshire.
A. Langthorne, Bristol, Avon.	C. Whyte, Southampton.
D & P Lewis, Southampton, Hampshire.	D. Wilkes, Sheffield, S. Yorks.
J. Lewis, Great, Wales.	J. Wilkinson, Glasgow, Scotland.
A. Leyland, Carlisle, Nottingham.	D. Williams, Macclesfield, Cheshire.
S. Lither, Edisbury, Scotland.	G. Wood, Hockley, Cheshire.
A. MacEwan, Cheshire, Macclesfield.	W. Wright, Stevenage, Herts.
P. Mann, Gillingham, Peterborough.	
T. Marriott, Coalville, Leics.	

Don't be a down-hearted hume if you missed out this time round. Look out for further compos in future issues of **STC**.

The Sega Charts

All the chart action for all the Sega systems - in every issue of **STC**.



MEGA DRIVE

- 1 — FIFA SOCCER '95
- 2 — THE LION KING
- 3 — MICRO MACHINES 2
- 4 — SONIC AND KNUCKLES
- 5 — JIMMY WHITE'S WHIRLWIND SHOOKER
- 6 — EARTHWORM JIM
- 7 — URBAN STRIKE
- 8 — **new** PGA TOUR GOLF 3
- 9 — MORTAL KOMBAT 2
- 10 — SONIC SPINBALL

MEGA-CD

- 1 — REBEL ASSAULT
- 2 — FIFA INTERNATIONAL SOCCER
- 3 — SONIC CD
- 4 — MICKEY MANIA
- 5 — ECCO THE DOLPHIN
- 6 — THUNDERHAWK
- 7 — **re** JAGUAR XJ220
- 8 — WOLFCHILD
- 9 — PRINCE OF PERSIA
- 10 — **re** GROUND ZERO TEXAS

MASTER SYSTEM

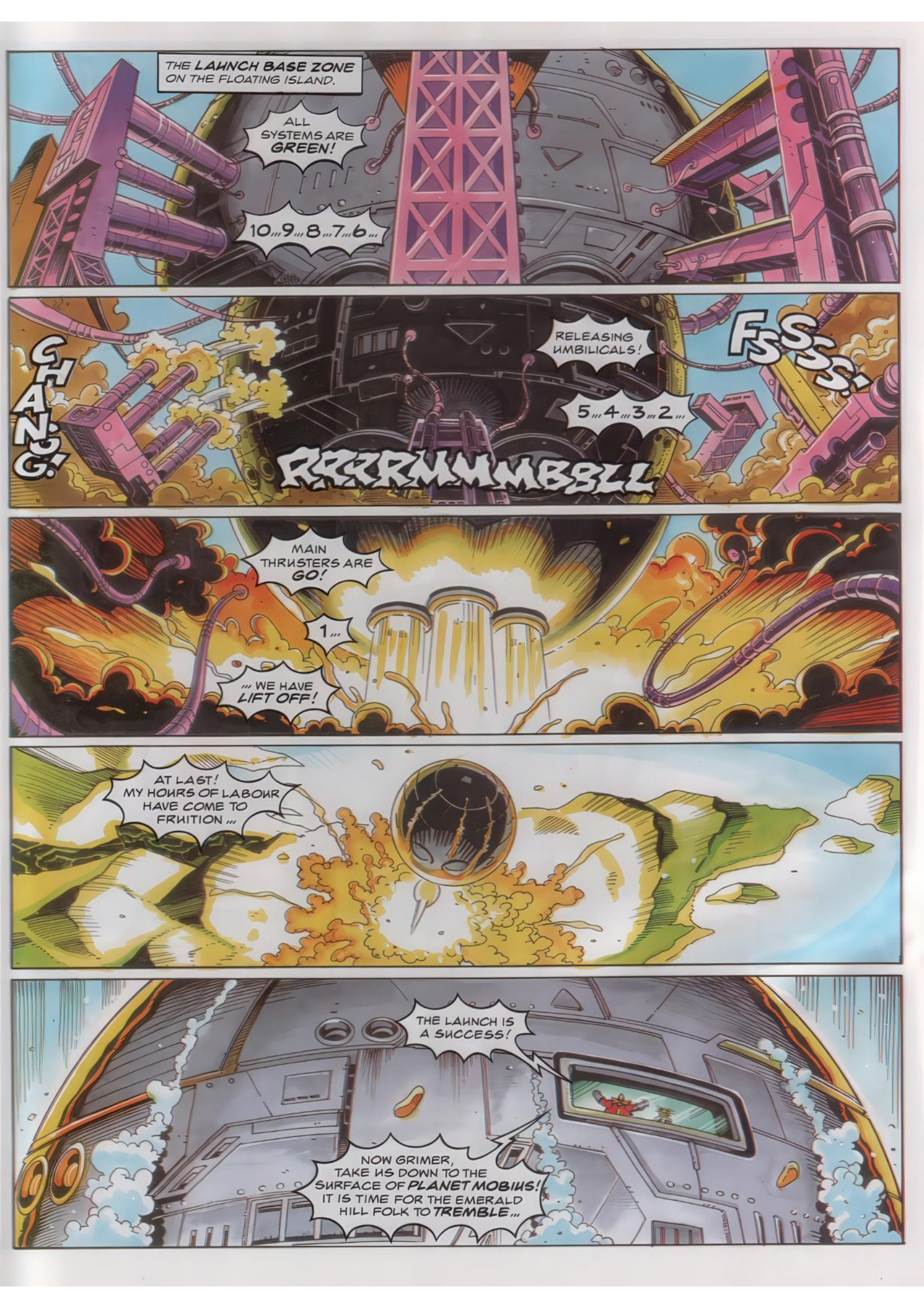
- 1 — JUNGLE BOOK
- 2 — THE LION KING
- 3 — SONIC CHAOS
- 4 — ALADDIN
- 5 — SONIC THE HEDGEHOG 2
- 6 — ROBOCOP V TERMINATOR
- 7 — DESERT STRIKE
- 8 — DESERT SPEED TRAP
- 9 — **re** PGA TOUR GOLF
- 10 — MICKEY MOUSE 2

GAME GEAR

- 1 — THE LION KING
- 2 — COOL SPOT
- 3 — SONIC CHAOS
- 4 — MORTAL KOMBAT 2
- 5 — DONALD DUCK
- 6 — SONIC THE HEDGEHOG
- 7 — JUNGLE BOOK
- 8 — ROBOCOP V TERMINATOR
- 9 — **re** SONIC SPINBALL
- 10 — SUPER OFF ROAD

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- Editor: Deborah Tate
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- Assistant Editors: Audrey Wong
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- Publisher: Rob McMenemy

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A large, complex industrial structure with purple and grey components, featuring various pipes, cranes, and mechanical parts. The structure is situated on a floating island.

THE LAUNCH BASE ZONE
ON THE FLOATING ISLAND.

ALL
SYSTEMS ARE
GREEN!

10...9...8...7...6...

RELEASING
UMBILICALS!

5...4...3...2...

RRRRMMBLL

MAIN
THRUSTERS ARE
GO!

1...

... WE HAVE
LIFT OFF!

AT LAST!
MY HOURS OF LABOUR
HAVE COME TO
FRUITION ...

THE LAUNCH IS
A SUCCESS!

NOW GRIMER,
TAKE US DOWN TO THE
SURFACE OF **PLANET MOBIUS**!
IT IS TIME FOR THE EMERALD
HILL FOLK TO **TREMBLE**...

SONIC

THE HEDGEHOG™

Day of The Death Egg

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Ellie de' Ville

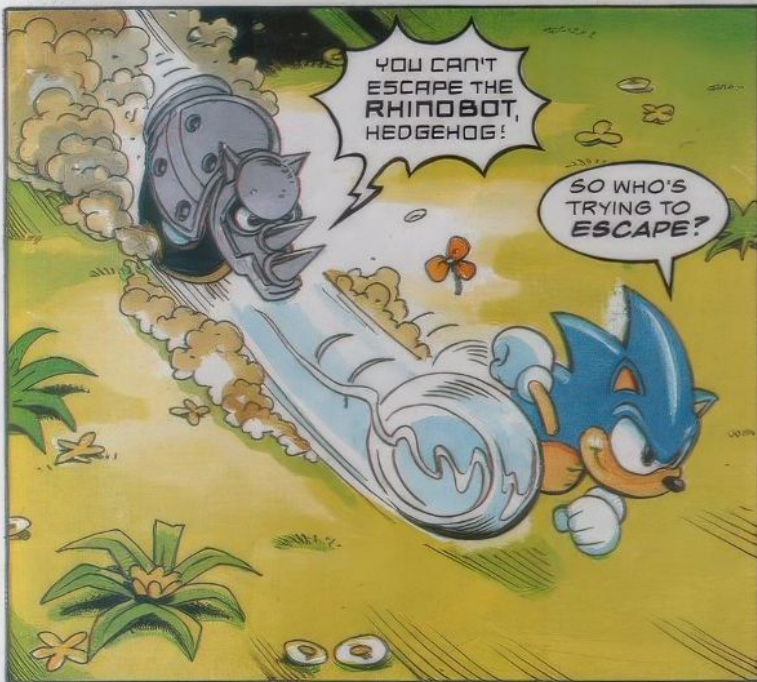
... AND SHAKE WITH
FEAR AT MY AWESOME POWER
AND UNSTOPPABLE
DEATH EGG!



MEANWHILE, IN THE EMERALD HILL ZONE...



THIS SMASHING
BADNIKS STUFF IS GETTING
WAY **TOO** EASY! WHEN IS ROBOTNIK
GOING TO GIVE ME SOMETHING
MORE **CHALLENGING**?



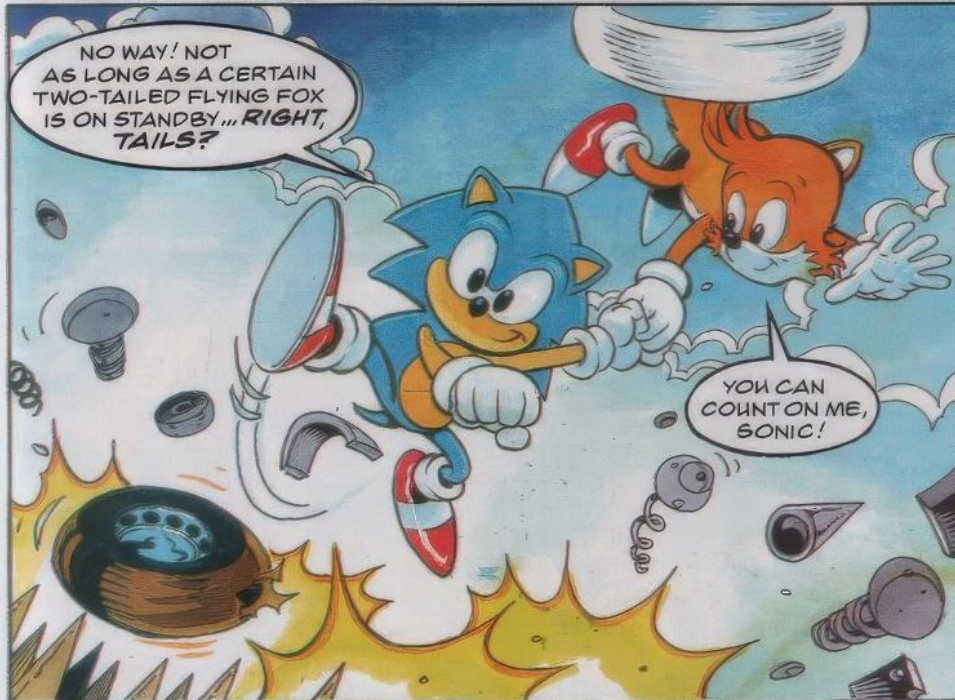
YOU CAN'T
ESCAPE THE
RHINO BOT,
HEDGEHOG!

SO WHO'S
TRYING TO
ESCAPE?



I JUST WANTED
TO LURE YOU OVER
THE EDGE OF THIS
CLIFF!

WHAT? YOU'RE
MAD... YOU'LL FALL
TO YOUR DOOM
TOO!



NO WAY! NOT
AS LONG AS A CERTAIN
TWO-TAILED FLYING FOX
IS ON STANDBY... **RIGHT,**
TAILS?

YOU CAN
COUNT ON ME,
SONIC!



IT'S SUDDENLY
GETTING **DARK**,
WHAT'S GOING ON,
SONIC?

I DON'T
KNOW, BUDDY...
BUT I DON'T
LIKE THE LOOK
OF IT **ONE**
BIT!

THE EMERALD HILL FOLK HAVE ALSO NOTICED THE STRANGE DARKNESS ...

WEIRD, ISN'T IT?

DON'T PANIC, EVERYONE, IT'S JUST AN ECLIPSE... THE MOON HAS BLOTTED OUT THE SUN!

ZUMMMM!

ER... WHATEVER IT IS, I DON'T THINK IT'S THE MOON!

THIS IS JUST A **SMALL** SAMPLE OF MY POWER ...

KRROOOON!

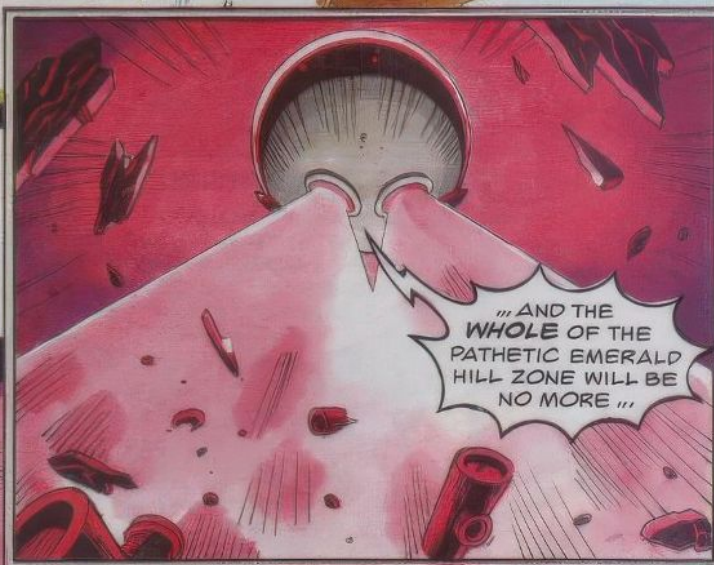
AGGGH!

...BRING ME SONIC THE HEDGEHOG OR YOU'LL ALL FACE THE FULL EXTENT OF THE DESTRUCTIVE DEATH EGG!



ROBOTNIK,
YOU MURDERER!
TAILS WAS ONLY
A KID!

YOU WON'T
FIND *ME* SUCH AN
EASY TARGET!



...TAKING SONIC AND ALL OF HIS
MISERABLE FRIENDS WITH IT!"

ARRRRGH!

IT'S
FINISHED.

LIGHTS,
PLEASE.

THAT WAS
EGG-CELLENT,
GRIMER... SIMPLY
EGG-CELLENT!

WHAT YOU HAVE
JUST SEEN MAY HAVE ONLY
BEEN A **SIMULATION**, BUT I
ASSURE YOU THE DEATH EGG
IS CAPABLE OF ALL THIS
AND MORE! *

*** YOU GUESSED IT, BOOMERS, THIS WHOLE STORY
NEVER ACTUALLY TOOK PLACE! YOU DIDN'T
REALLY THINK WE'D LET ANYTHING HAPPEN
TO POOR TAILS, DID YOU? - MEGADROID.**

WE TOOK DELIVERY
OF THE NEW MAIN THRUSTER
THIS MORNING... WE ARE ONLY
WEEKS AWAY FROM THE
REAL LAUNCH OF
THE DEATH EGG!

AND WITH ITS
POWER MY RULE OVER
PLANET MOBIUS WILL
BE **ABSOLUTE!**

HAHAHAHA!

NEXT ISSUE: **THE BIG CON**

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewers:

David Gibbon & Nick Protz.



Mega Drive

HURRICANES

game type: PLATFORM
1-2 PLAYERS

Based on the popular cartoon series, **Hurricanes** is about a motley team of football players and their female manager who find themselves regularly caught up in 'Scooby Doo-type' adventures. The Hurricanes have been challenged by arch-rivals, the Gorgons, to a match to decide which team are the ultimate football champions. In order to reach the final, you must select a player to make his or her way through five levels of puzzles and traps set by the scheming Gorgons.

The method of control is simple; you kick a ball to dispatch your enemies and jump to reach platforms - the game is at its most complex when you need to combine the two! Easy gameplay is about all **Hurricanes** has going for it - jerky scrolling and lack of definition in the animation is one thing, but having to wander through mind-numbingly boring levels is quite another.

Hurricanes is yet another platform game with nothing

RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City



new to offer. Apart from a healthy sprinkling of enemies and a few puzzles it's pretty lame. As it follows closely on the heels of *Marko's Magic Football* and *Soccer Kid*, even the somewhat innovative use of the football as a weapon is pretty old hat. Once again, not enough thought has gone into turning a cartoon into a decent platform game. - NP



FAST FAX

PUBLISHER	PRICE
U.S. GOLD	£44.99
GRAPHICS	
.....65	
SOUND	
.....60	
PLAYABILITY	
.....66	
RAVES Really easy to play.	GRAVES All too familiar platform romp.
OVERALL	
60%	

MICRO MACHINES 2

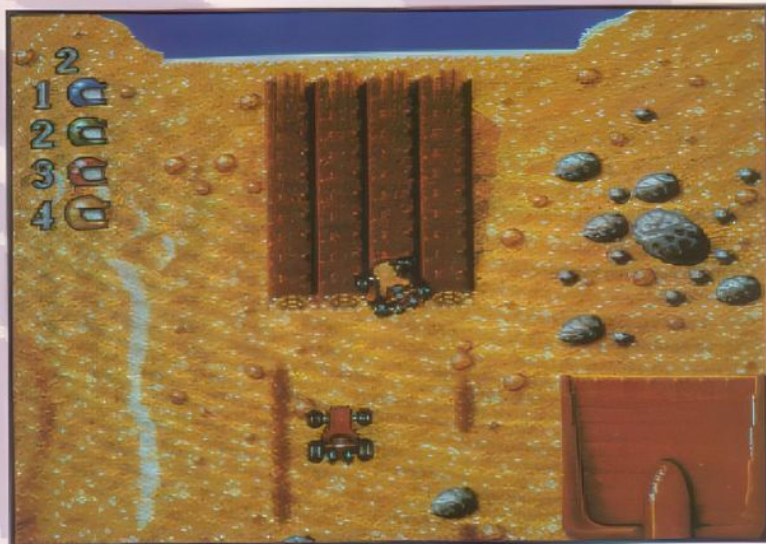


Mega Drive

game type: **OVERHEAD RACING**
8 PLAYERS

Selling close to half a million copies, the original *Micro Machines* (see above) has been praised for its superb playability factor, which provided endless hours of fun for gamers worldwide. Now the folks at Codemasters have produced a sequel and it's even more impressive than the original!

Apart from the fact that you now get 17 miniature *Micro Machines* to race in, and a whopping 54 tracks to beat your opponents on, the main improvement with *Micro Machines 2* is the addition of the J-Cart. As most of you will know, the best way to play *Micro Machines* was to play against a friend. However, with the J-Cart, you can now plug in up to four joypads, allowing adrenaline-pumping simultaneous four-player action. On top of that, Codemasters decided to make some last minute changes, turning *Micro Machines 2* into the first ever simultaneous eight-player game (two people share each joypad). What this means is that you can now invite your friends round to enjoy the most thrilling experience possible with a Mega Drive - racing all your mates on-screen and beating them (hopefully!).



Micro Machines 2 features additional options, ranging from entering a super league with four divisions to taking part in a knockout tournament for 4-16 players. There's more interaction with the background, including changing scenery and sloping surfaces. Plus you get to race new Mini-Micro and Ultra-Micro size vehicles, which despite being tiny, are brilliant to race. The all-new tracks are even more innovative than the original, with such delights as racing around an oval loo seat to using a bath sponge as a boat to get across a kitchen sink!

As with the original game, you choose which character you want to race as. Old favourites Spider and Wally are still here, as are some new but well known faces like Violet Berlin from the TV show 'Bad Influence'. You even get to honk your car horn at vehicles, which adds to the game. If you enjoyed the original, you'll adore *Micro Machines 2* as it's



FAST FAX

PUBLISHER CODEMASTERS	PRICE £44.99
--------------------------	-----------------

GRAPHICS
..... 90

SOUND
..... 84

PLAYABILITY
..... 96

RAVES: The most fun you'll ever get from your Mega Drive!

GRAVES: Err, there's none - really!

OVERALL **94%**

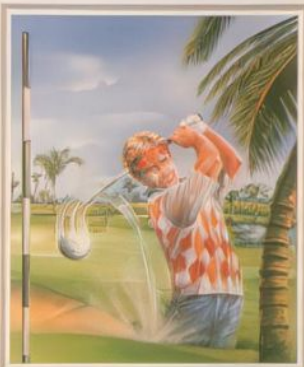
ERNIE ELS' GOLF



Game Gear

game type: GOLF SIMULATION
1-4 PLAYERS

ERNIE ELS' Golf



Sportsmaster
Codemasters Ltd.

DESIGNED BY
SEGA
GAME GEAR
SYSTEM

Winner of 14 golf championships including last year's U.S. Open, Ernie Els was signed up by Codemasters to endorse the originally titled *Global Golf*.

Ernie Els' Golf contains complex routines normally associated with PC-based sims, offering advanced gameplay and 3D rendered graphics with clear, realistic, images. The game doesn't just include one or two tournaments, but an impressive seven modes of play; from Stroke and Match play to Skins (a game for

two to four players where prize money is offered on each hole).

Four featured golf courses (including U.K. and American) contain hazards such as trees, bunkers and penalty laden water traps. Three levels of detail are available on the courses, with the Smart option offering excellent highly detailed graphics. The higher the detail however, the longer you wait for the course to be drawn



on screen. The golfers themselves are superbly animated having been digitised from actual players, creating smooth-flowing, movement.

Several factors need to be considered before hitting a shot, including weather, wind speed/direction, type of club, and player's stance. An option to switch and take a look at the fairway from overhead helps you see where the ball is. In addition, you're also given info on the yardage and recommended club. Once the shot is taken you can choose to view a replay from various angles, or if the shot is unsuccessful, you're allowed a limited number of attempts to re-play the stroke!

Ernie Els' Golf is one of the best golfing games around for any machine! It's so easy to play that even a complete novice of the sport will soon be knocking in the odd birdie and picking up golfing jargon! It's great fun playing against the machine, but even better with a few friends round. Golf fan or not, this is one game definitely worth buying. -DG

LEADERBOARD

PLAYER

SCORECARD

	HOLE	ROUND	SCORE
PLAYER 1	5	5	+1
PLAYER 2	3	3	-1
PLAYER 3	6	6	+2
PLAYER 4	4	4	+0

FAST FAX

PUBLISHER
CODEMASTERS

PRICE
£29.99

GRAPHICS

.....91

SOUND

.....74

PLAYABILITY

.....89

RAVES

Advanced golf
sim that is
great fun to
play!

GRAVES

Frustrating
when the ball
doesn't go
where you want
it to!

OVERALL

90%

STREETS OF RAGE

THE ONLY
GAME IN TOWN

PART 5

Script: Nigel Kitching Art: Peter Richardson Lettering: Tom Frame

YES! I DID IT!
I KILLED
AXEL STONE!

RIGHT INTO THE
EAST RIVER.
YESSIREE! I DID—

SHUT IT!

WAKK!

AFTER HIM, BLAZE.
MAYBE HE'S STILL...

ACCEPT IT, MAX...
AXEL'S GONE!

HEY! I KNOW YOU DIDN'T
ALWAYS SEE EYE TO EYE,
BUT...

LISTEN!
NOBODY CAN
SAVE HIM
NOW.

STAY
WHERE YOU
ARE!





LOOK AT THOSE
CLOWNS! THEY AIN'T
NO STREET GANG!

SOMEONE WANTS
TO MEET YOU,
PUNKS.

I SUGGEST YOU
KEEP QUIET TILL
HE ARRIVES!



EIGHT MINUTES
LATER...

OUR AUDIENCE
HAS ARRIVED!



MR X!

I GUESS YOU'RE
AWARE OF THE BOOK
I'VE BEEN RUNNING.
HALF THE CITY BET ON
HOW FAR YOU'D GET
BEFORE ONE OF THE
STREET GANGS
FINISHED YOU.



YOU'VE LASTED LONGER
THAN I EXPECTED, I'LL
GIVE YOU THAT.

BUT UNFORTUNATELY, IF YOU MADE
IT ACROSS THE EAST RIVER, I'D BE
IN A LOSS-MAKING SITUATION.



WASTE 'EM!

WAIT A SECOND!
WHAT ODDS ON US
MAKING IT ACROSS
THE RIVER, NOW?

WHAT?

RIGHT NOW?
MMM, I'D GIVE
A HUNDRED TO
ONE ON THAT.

HERE'S MY SAFETY
DEPOSIT BOX KEY.
I WANT TO PLACE A
BET OF TWENTY
THOUSAND DOLLARS...
CASH!


BET
ACCEPTED,
MS FIELDING!

BRING ME
THAT KEY
AFTER YOU'VE
SHOT THEM.

HOW MANY OF
THOSE GUYS DO
YOU THINK
ARE COPS?
ALL OF
THEM!







I CAN'T PROVE IT, FEROCIO,
BUT INSTINCT TELLS ME YOU
HELPED THOSE RENEGADES.




BLAMM!


THERE GOES
A TYRE!





BLAZE FIELDING WAS MY PARTNER...
AND A DAMNED GOOD COP.



BUT SHE
QUIT THE FORCE...
REMEMBER?

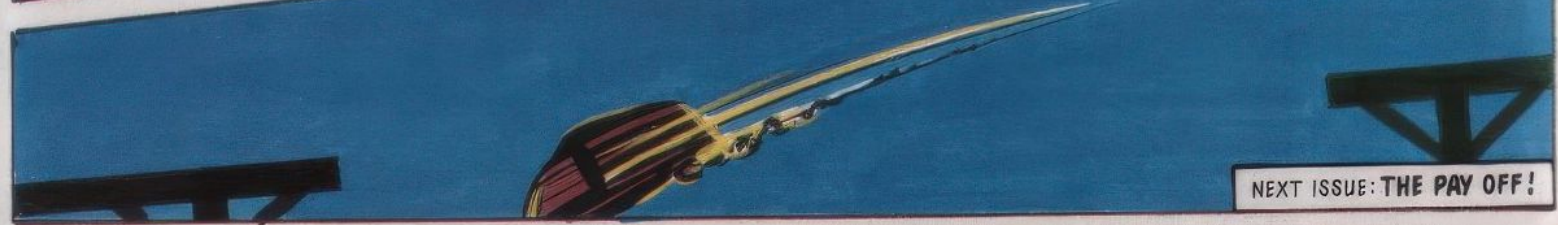


TOO LATE TO
STOP NOW!



THOUGHT YOU'D
LIKE TO KNOW
WE'RE GETTING
REPORTS OF AN
INCIDENT DOWN BY
THE EAST RIVER...

"...IT DOESN'T
LOOK GOOD."



NEXT ISSUE: THE PAY OFF!

GRAPHIC Zone

Feeling romantic, Boomers! My circuits have been sparking with excitement recently thanks to the following humes who put themselves into Valentine's mode. As a reward for their efforts, they will each receive an original STC badge, not seen since issue 2!

Blondes have more fun?

Trixie

THE VIXEN

Sharon Matthews,
Salisbury, Wilts.
MD owner.
Sonic Badge Winner.



Jo Roberts, Ashbourne, Derby.
MD owner.
Sonic Badge Winner. ↓

Or is it redheads who have more fun?



2 hedgehogs and a wedding ...



Monique Tokarski,
Saltburn, Cleveland.
Sonic Badge Winner.

Big-hearted hedgehogs

Paul Thomas,
Whitby, N. Yorks.
MCD & MD owner.
Sonic Badge Winner.

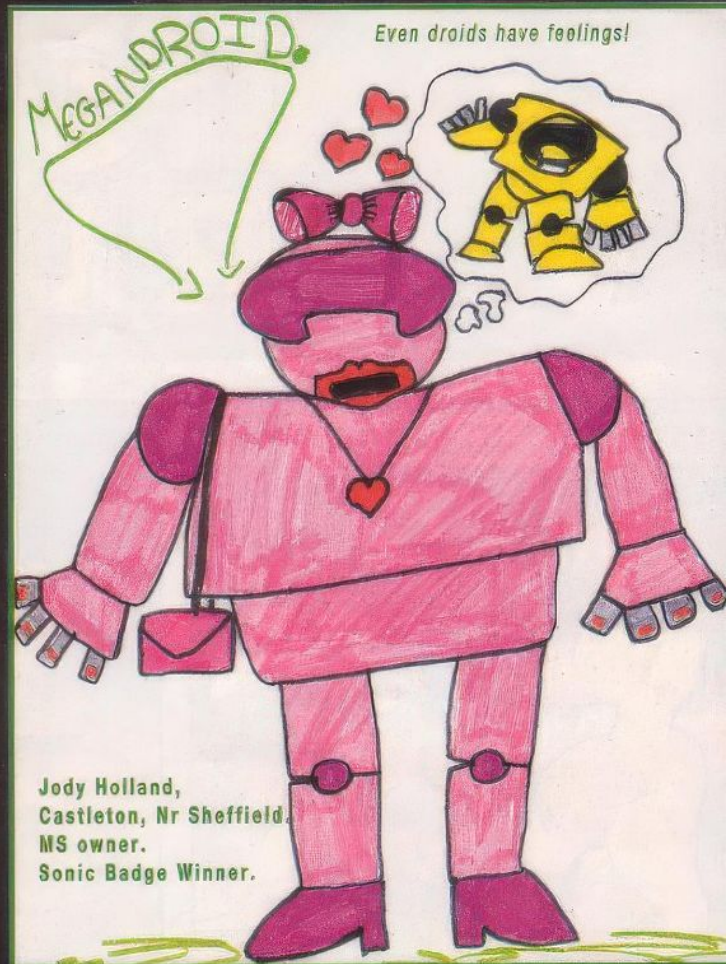




Sophie King,
Chard,
Somerset.
MS owner.
Sonic
Badge
Winner.



Astrid
Castle,
Edmonton,
H. London.
GG and MD
owner.
Sonic
Badge
Winner.



Jody Holland,
Castleton, Nr Sheffield.
MS owner.
Sonic Badge
Winner.



Richard Foot,
Hull, Humberside.
Sonic Badge
Winner.



Sonic says
it again (see
Speedlines),
with more
flowers!

Sally Daly,
Dublin,
Rep of
Ireland.
Sonic
Badge
Winner.



To help get your artwork selected in future issues, please take note of the following tips:-

- ' Draw in ink on white paper (avoid pencil or crayons).
- ' Be original and don't copy pictures from the comic - try to come up with your own ideas.
- ' Include your name and address, preferably written in capital letters on the back of the page.

SONIC'S WORLD

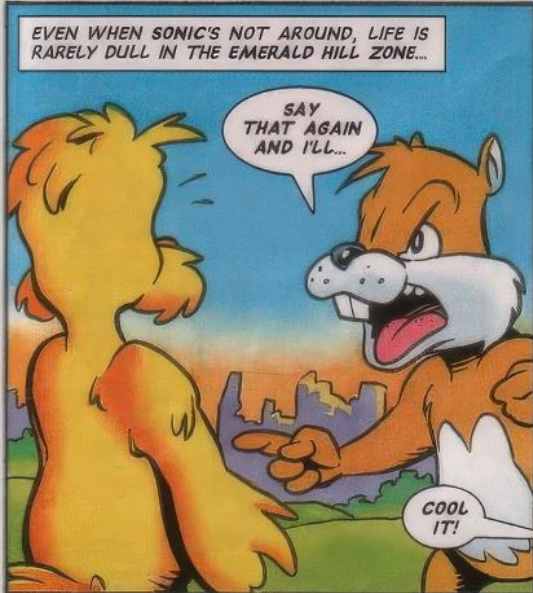
Enter the Cybernik Part 1

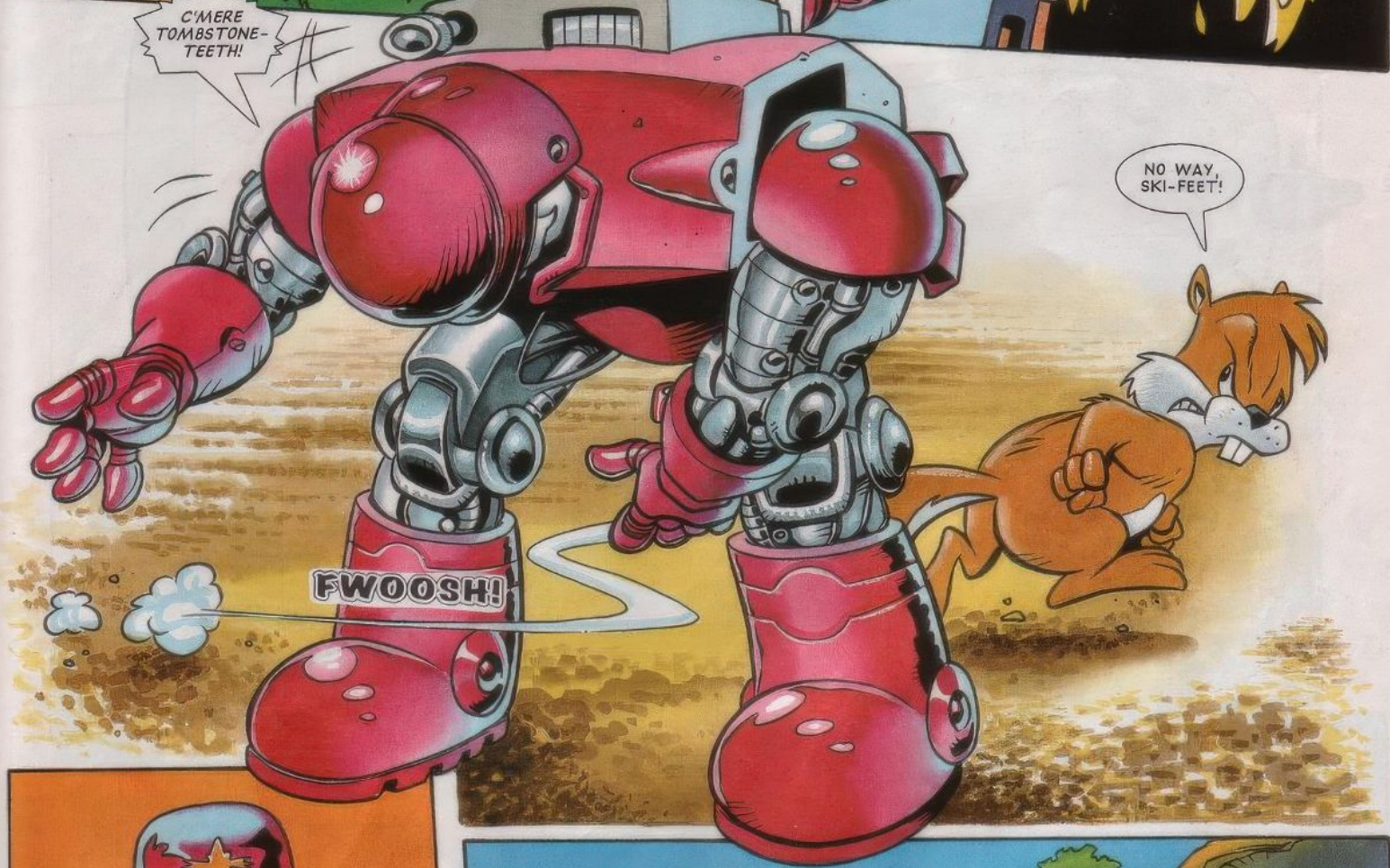
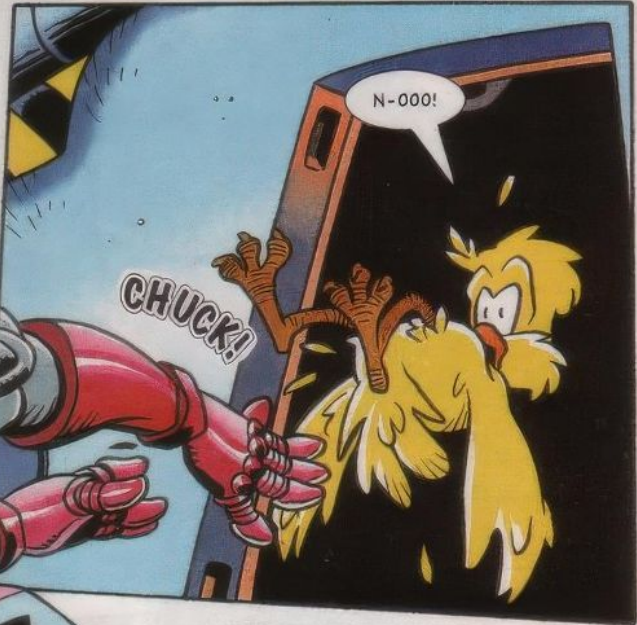
Script: Lew Stringer

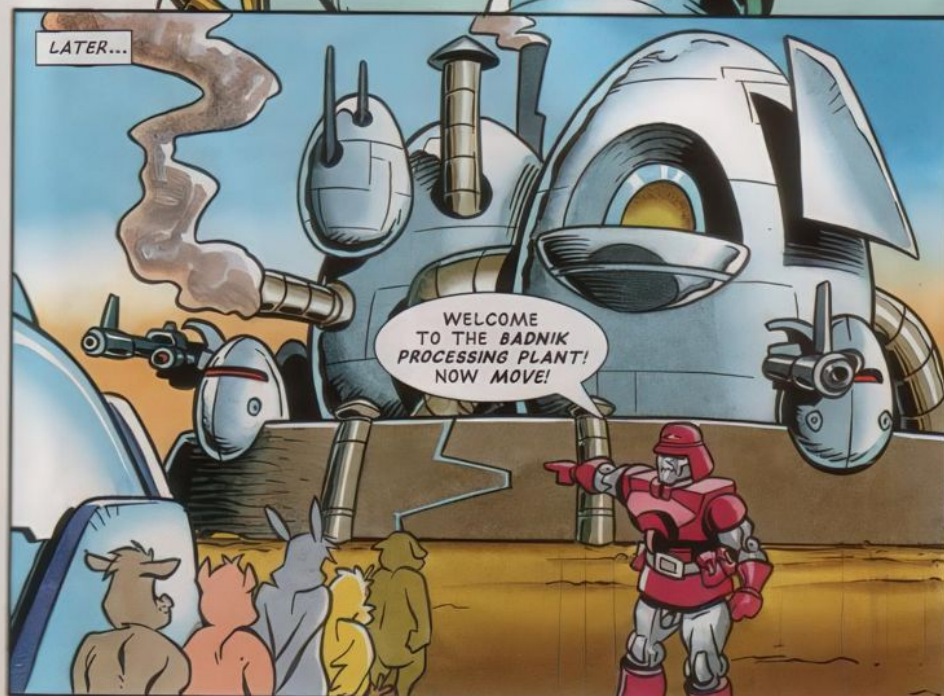
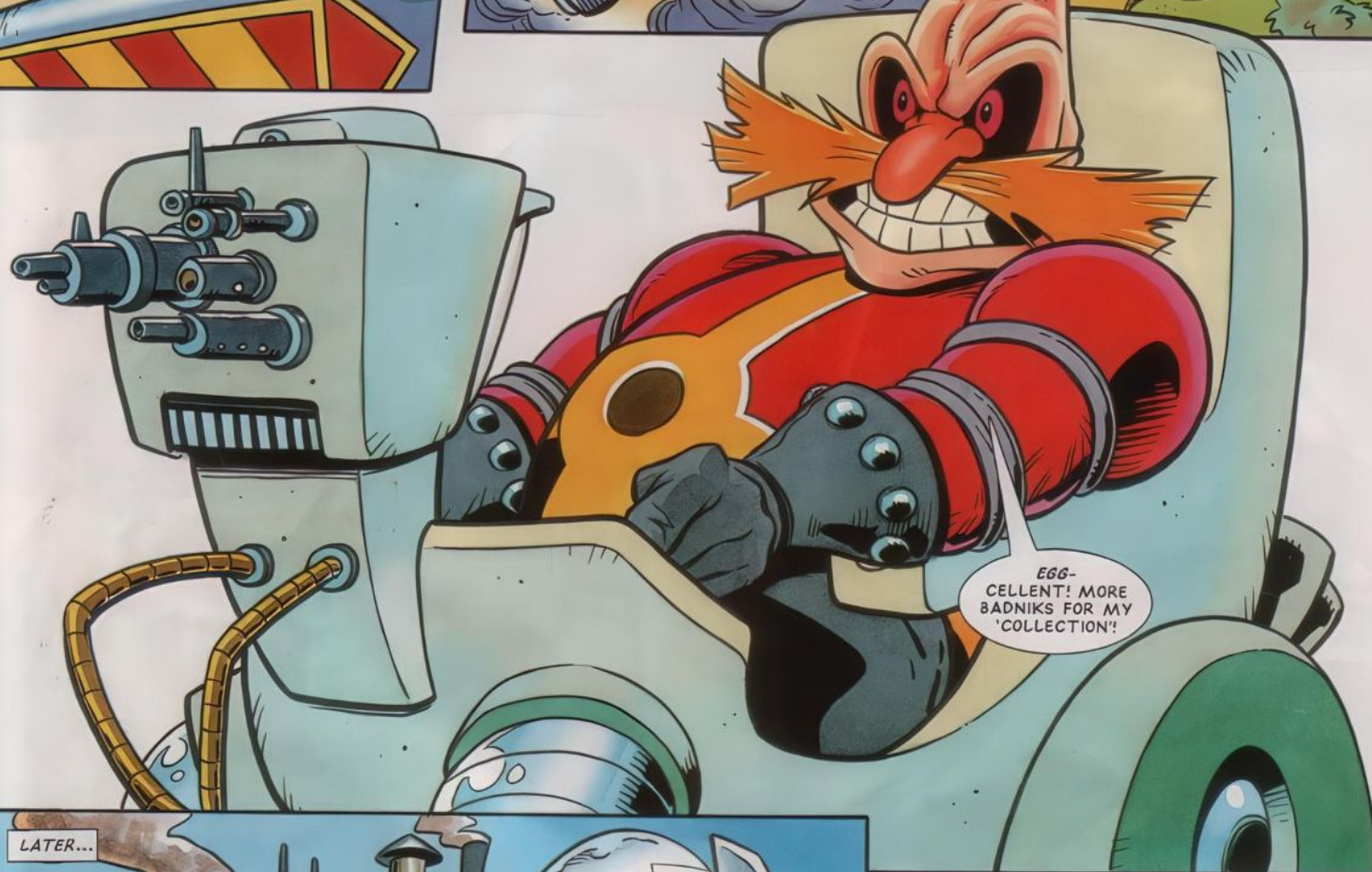
Art: Roberto Corona/

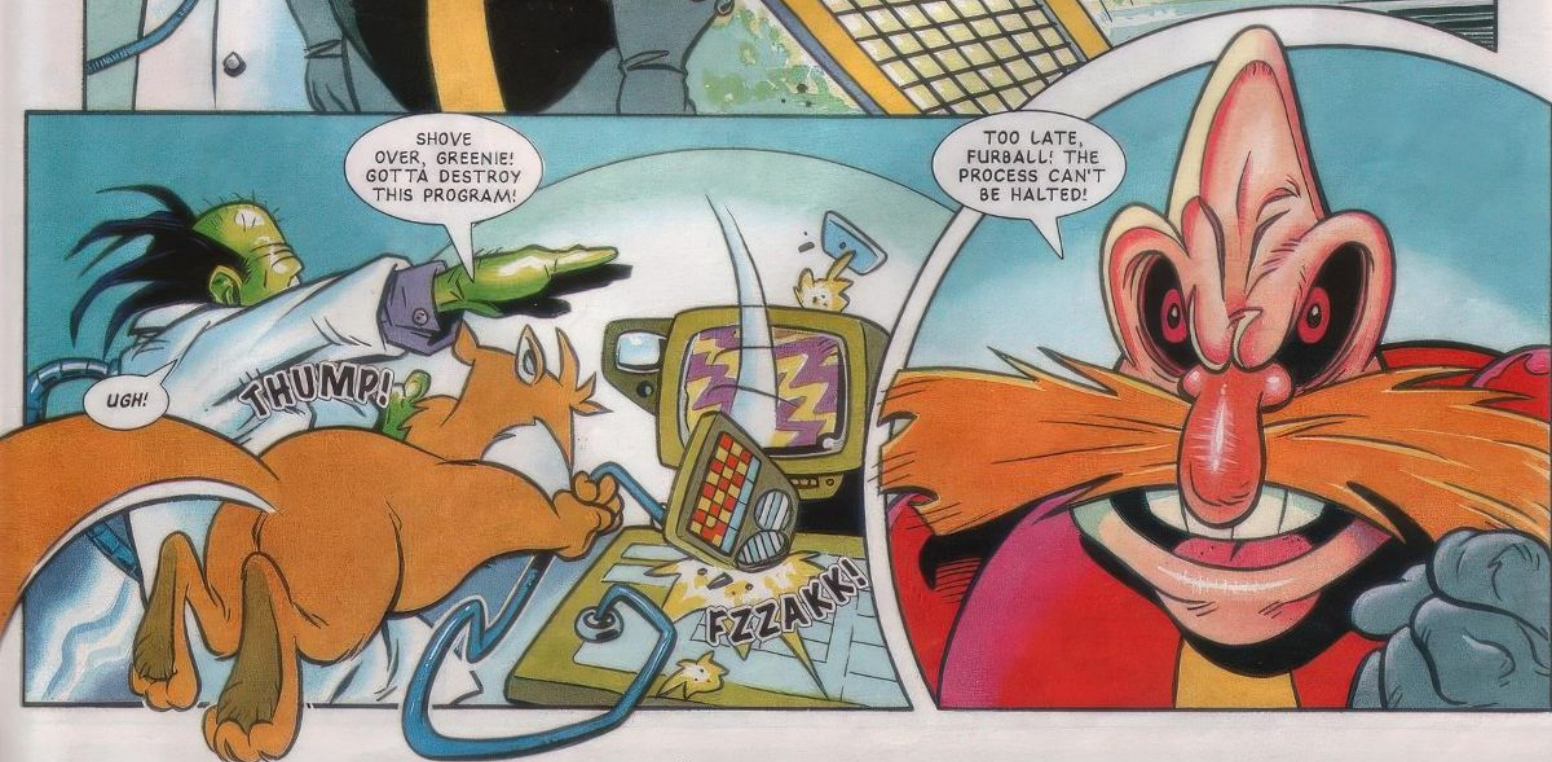
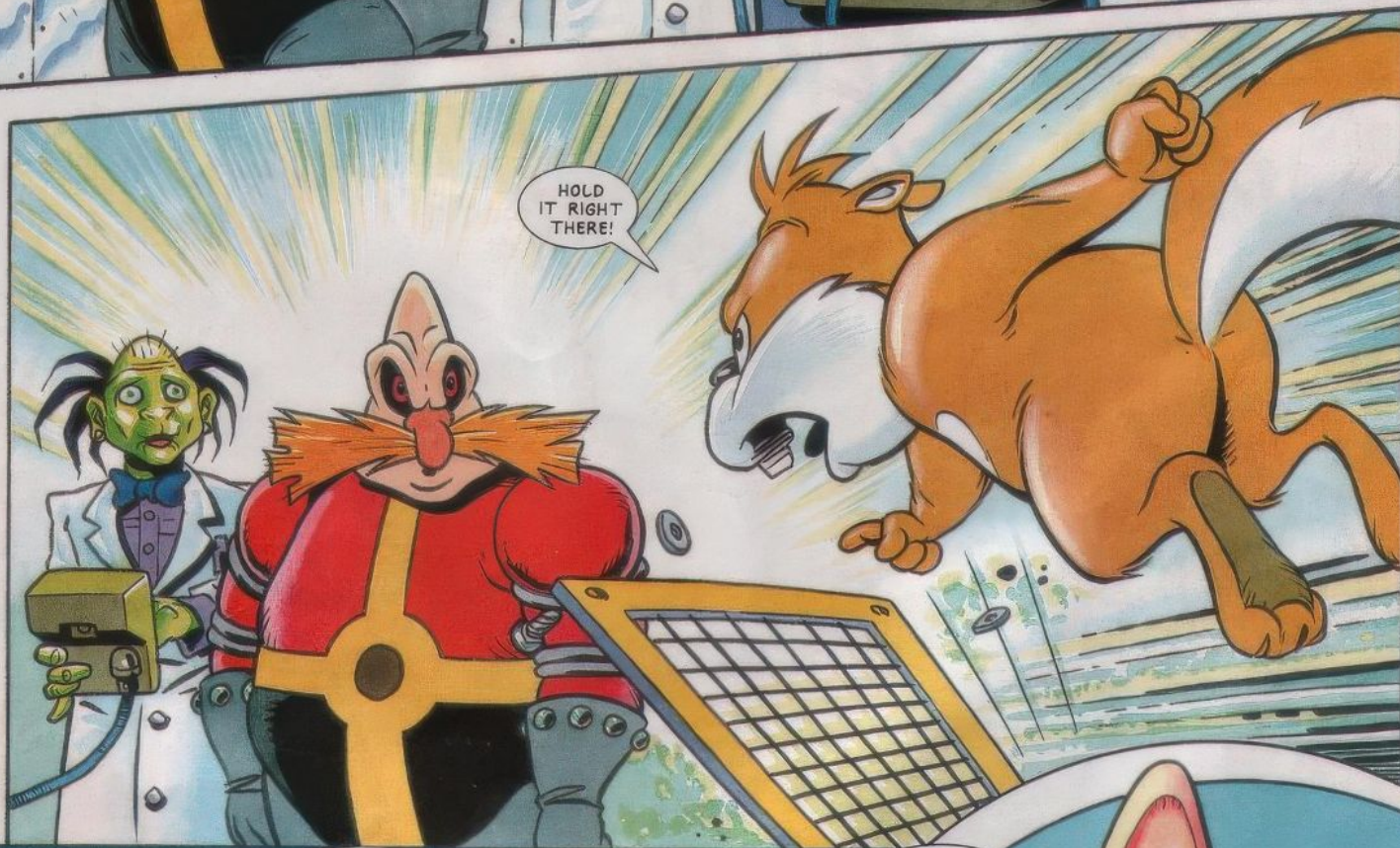
John M. Burns

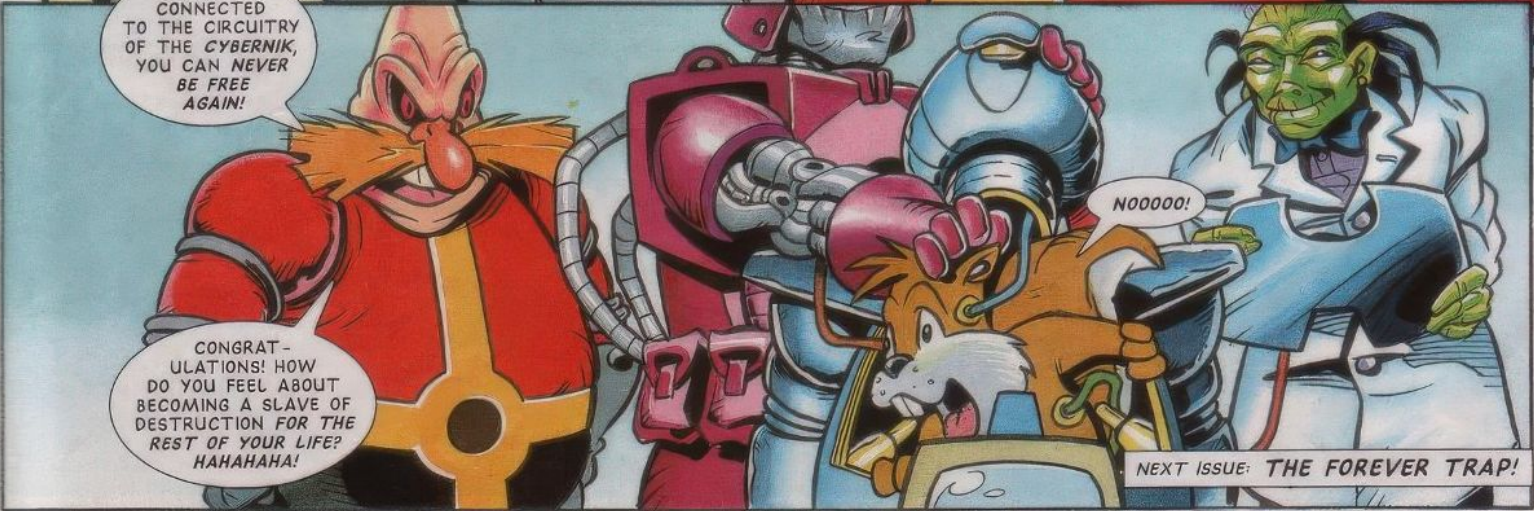
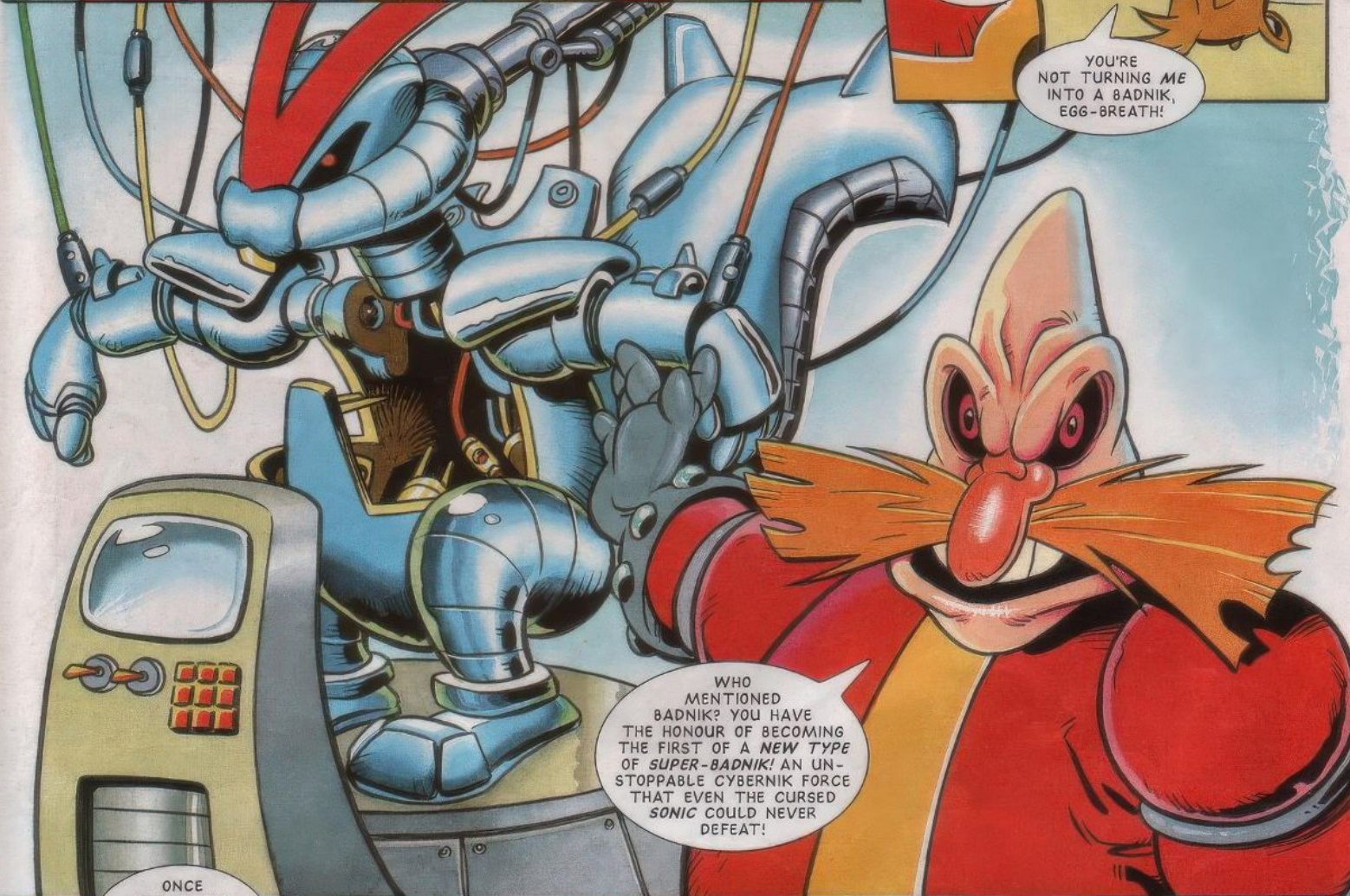
Lettering: Steve Potter











NEXT ISSUE: THE FOREVER TRAP!

Q Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

MEGA DRIVE



Q & A SPECIAL

Welcome to an eagerly awaited Q & A Special, compiled by that master of the micro chip, David Gibbon. Yes, once again he's come up trumps with solutions to your game problems. If you have a query or question, drop *STC* a line marking the envelope for the attention of the Q Zone.

LOST VIKINGS

Q: I recently bought *The Lost Vikings* on the Mega Drive and it's driving me crazy. I've reached level seven in Egypt, but I can't get the blue key. Any advice?
Chris Jones, Wareham, Dorset.

A: You're in luck, Chris. Level seven is full of ladders and huge gaps, which the vikings must conquer in order to reach the exit. If you require extra help during play, speak to the grumpy old man at the top-left area of the screen.

From the bottom of the level, walk right using Erik and smash the wall to discover a Steak. Now, move back and join the others.



Using Olaf, climb up the ladder to block a snail, then kill him using Baleog. Get Olaf to raise his shield, use Erik to jump onto it, then move up to the higher ledge. Climb the ladder (avoid the caveman), jump left and smart bomb the old man in the tree. Make Erik drop back to Olaf, jump right, past Olaf's shield, and proceed up the ladder to smart bomb the caveman and snail. Go right, past the caveman to the top of the waterfall. Collect the Shield and jump right to collect the blue key on the ledge. Climb down the ladder, take the food and go to the blue lock. Use the key, then use Olaf to lower the shield and move right. Go down the ladder, wait until the snail is to the right, then block it. Get Baleog to join Olaf and kill the snail. Using Olaf, go right and climb up the ladder to block the caveman. Get Baleog to follow, then kill him. Ensure that both Baleog and Olaf go right, up the ladder and across the bridge. Use Olaf to block the caveman, and get Baleog to kill him. Exit at the bottom for victory!



DESERT STRIKE

Q: I'm having problems getting past the first campaign on the Mega Drive version of *Desert Strike*. I received the password B000AEZ to give me ten lives, but after entering it nothing happened. Please help!

James Slowey, Aberdeen, Scotland.

A: Read carefully, James, I will say this only once ...

THE GREEN REPTILE

Found on the Pit level, the Reptile character is also highly beneficial in the score department, worth a whopping ten million points once defeated! First, you need to carry out a double flawless and fatality against your opponent before you go on and meet him. However, this will only work if there are shadows moving across the sky.

An easier method is to use the old fashioned cheat model! On the choice screen, press Down, Up, Left, A, Right, Down to activate the cheat. Select the Pit as your first level, switch on flag 2, select Plan Base One and you're ready to play. Turn on flag Q and you only need to hit your opponent once to win!

Listed below are details on two characters for the special moves:-

SCORPION

Rope Spear - Back, Back, Punch

Decoy Punch - Down, Back-Down, Back and Punch

Finishing Move - Hold Block, Up, Up

SUB ZERO

Power Slide - Back and Kick and High Kick

Ice Bolt - Forward, Forward, Down, Punch

Finishing Move - Forward, Down, Forward and Punch

XENON 2

Q: I am having serious problems with *Xenon 2* on the Mega Drive. Please can you suggest a level select or any other tips?

Alex Court, Seaford, East Sussex.

A: I can't offer a level select Alex, but how about an invincible or infinite lives cheat?

INVINCIBLE: Play the game as usual and try to gain a high score. Enter ARM in the high score table. Now play

another game, but get a slightly lower score (ensure it's enough to get on the score table). Enter OUR underneath ARM and next time you play, you'll be invincible.

INFINITE LIVES: Repeat the same technique as above, but enter the names as OLD and AGE.

SONIC ONE

SONIC & KNUCKLES

Q: I understand that you can use *Sonic One* with *Sonic & Knuckles* If this is true, please tell me how I can get it to work.

Rachel Johnson, Walkden, Manchester.

A: Especially for you Rachel, I'll repeat this cheat which featured in last issues complete solution to *Sonic & Knuckles*. For those Boomers who already know about this, there are some level codes to help you out.

To get *Sonic One* working, plug the cart into *Sonic & Knuckles*. When the screen showing 'No Way' appears, press A, B and C at the same time on pad one. The screen will now say, 'Get Blue Spheres' and you've transformed into a bonus game. From here you can play as Sonic or Knuckles by changing the colour of the stars from blue to red (press A, B and C to do this).

Here's a list of five levels from the bonus game:-

LEVEL CODE

3	3610 2354 7327
5	3737 7423 1487
9	3482 7286 3167
14	2898 2104 2623



NEXT ISSUE: Don't miss STC's rip-roaring *Lion King Special*.



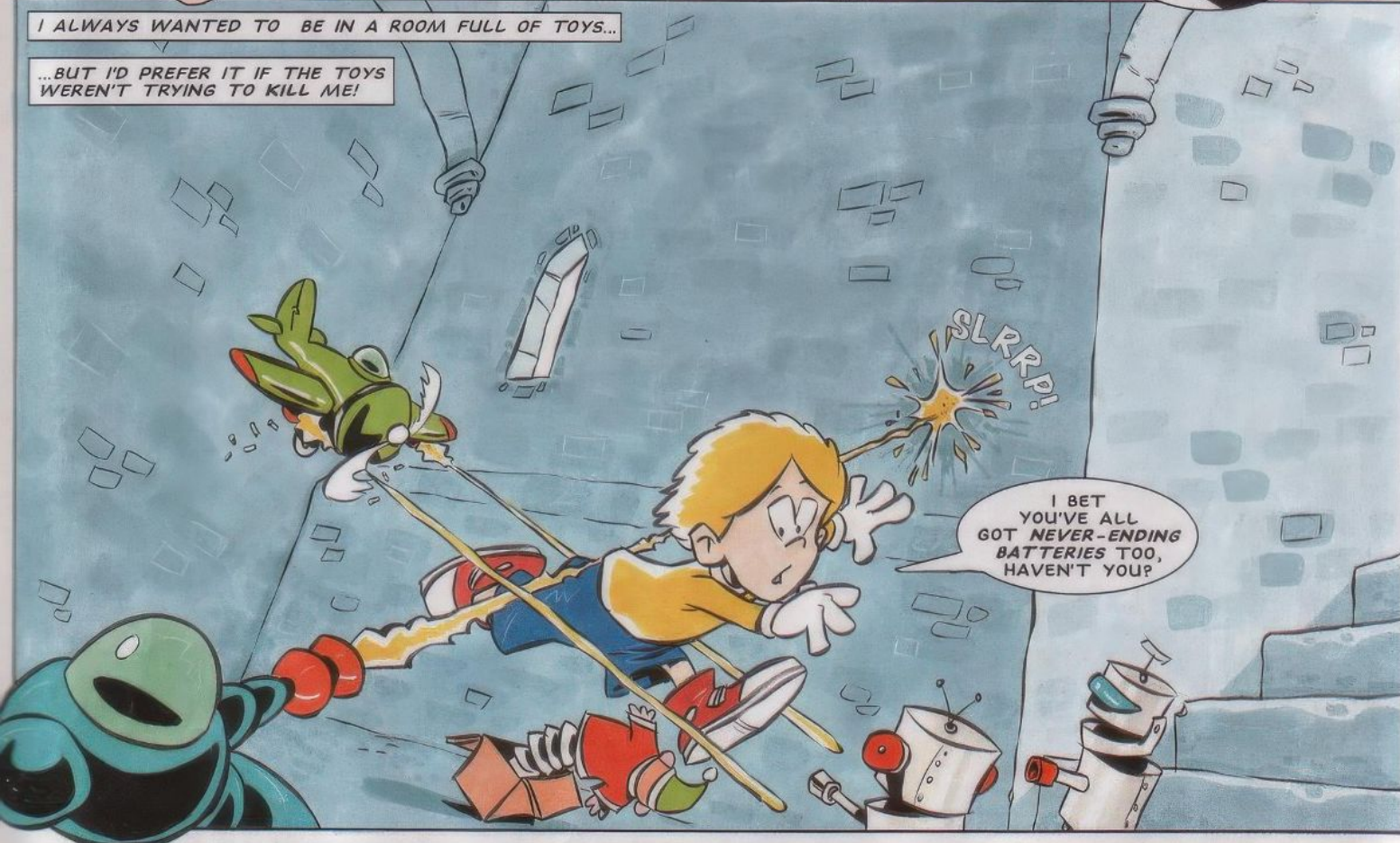
MARKO'S MAGIC FOOTBALL™

Script: Lew Stringer
Art: Gary Andrews
Lettering: Steve Potter

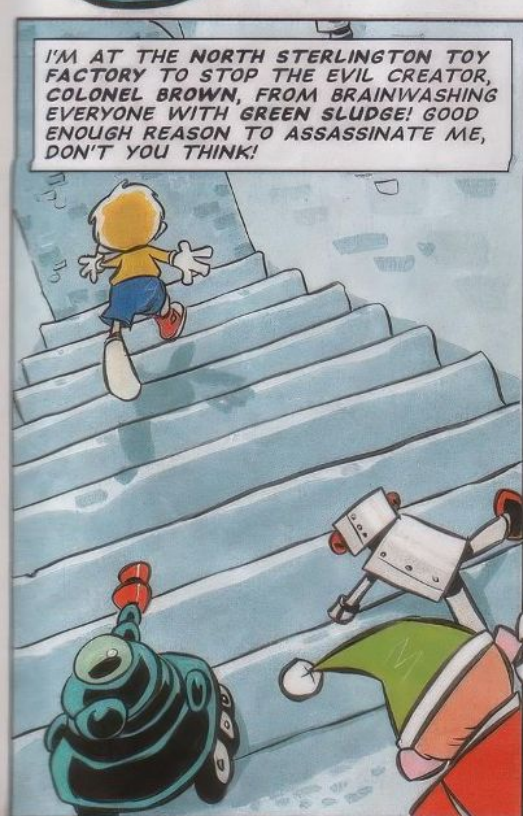


I ALWAYS WANTED TO BE IN A ROOM FULL OF TOYS...

...BUT I'D PREFER IT IF THE TOYS
WEREN'T TRYING TO KILL ME!



I'M AT THE NORTH STERLINGTON TOY
FACTORY TO STOP THE EVIL CREATOR,
COLONEL BROWN, FROM BRAINWASHING
EVERYONE WITH GREEN SLUDGE! GOOD
ENOUGH REASON TO ASSASSINATE ME,
DON'T YOU THINK!



I USUALLY HAVE A MAGIC FOOTBALL TO HELP ME OUT...



BUT IT'S OTHERWISE ENGAGED AT THE MOMENT!

SNAP
OUT OF IT! I
NEED YOUR
HELP!

OH WELL, ALL'S FAIR
IN LOVE, SO I'M TOLD!
SORRY, BALL!

WISH I
STILL HAD
MY BONUS LIFE
ABILITY!*

PYOWW!

FZAP!

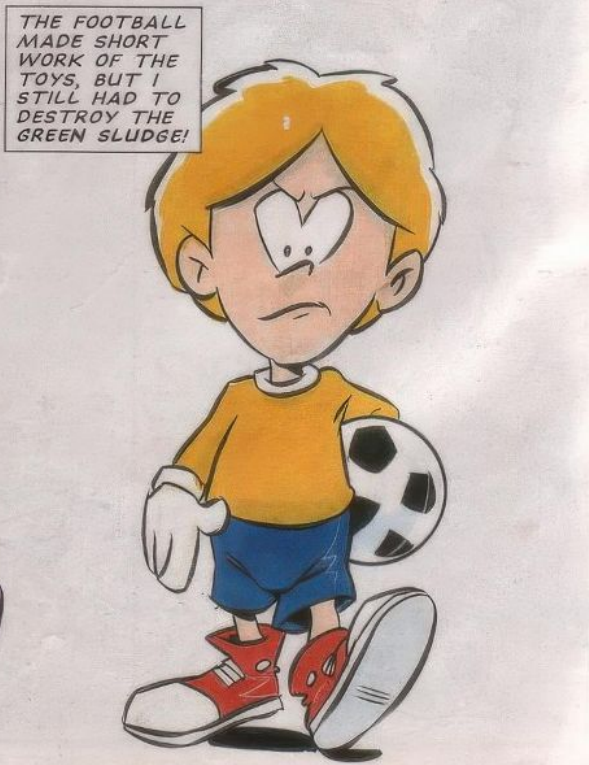
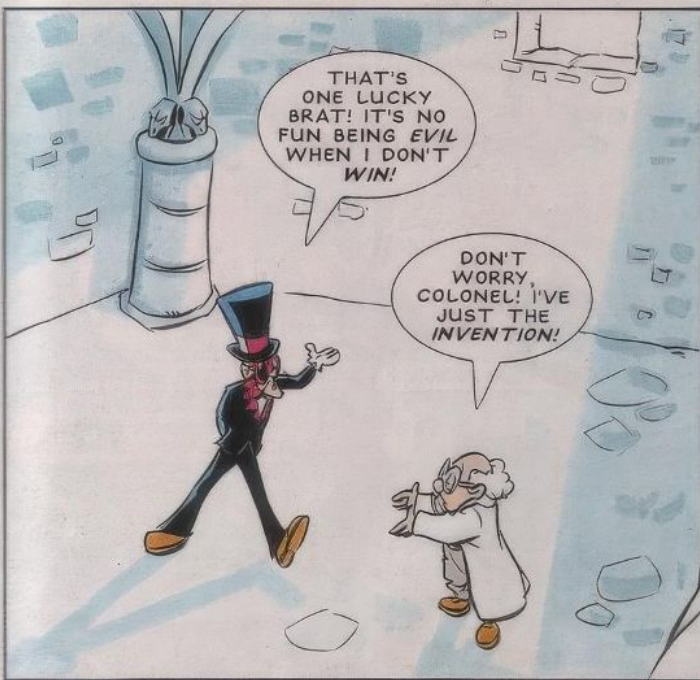
*USED LAST ISSUE.

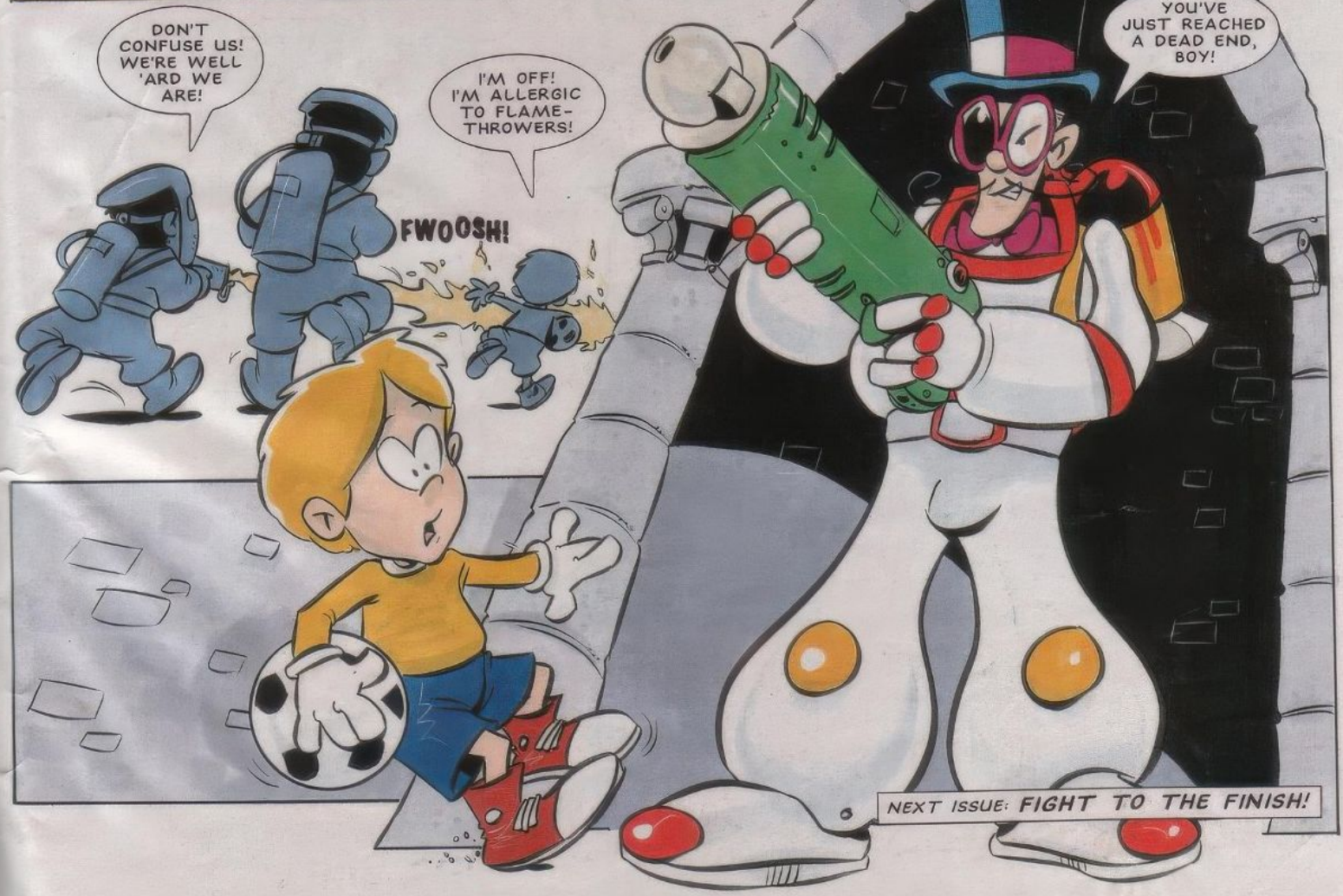
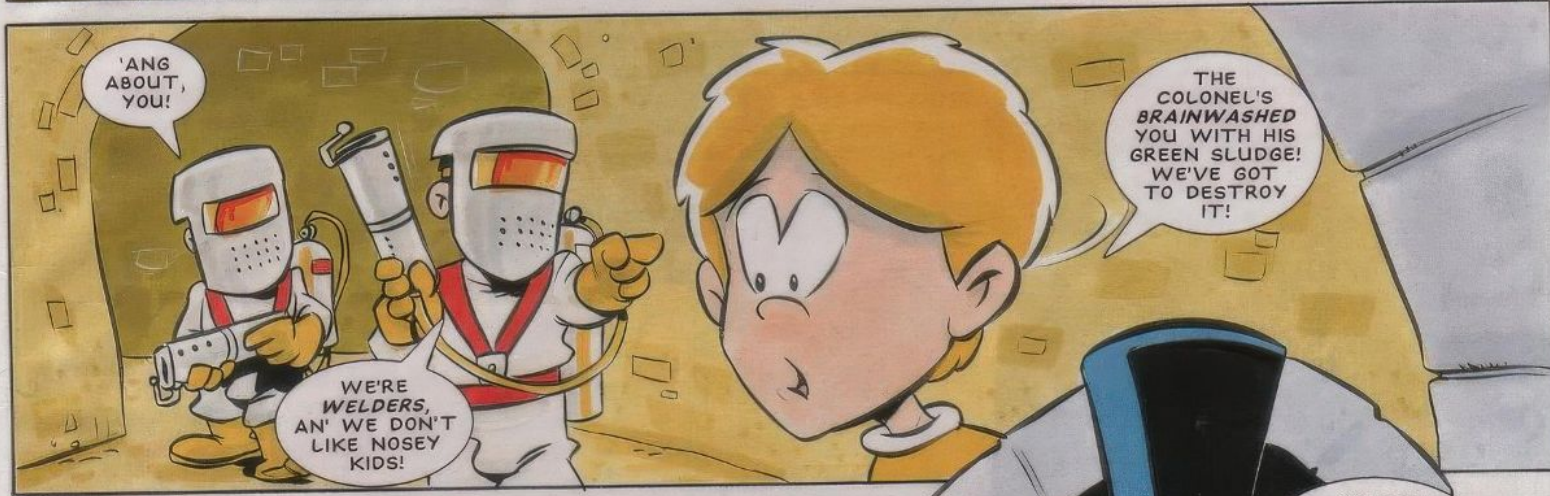
WELCOME
BACK! NOW
LET'S SHOW THESE
TOYS HOW WE
SHOOT!

YEESSSS!

BLADDOOF!

PING!





SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Pink and Perky

Dear STC,

I think Amy and Knuckles would make a great couple because they're both pink and lively! Amy should see sense and get Sonic out of her life and persuade Knuckles to become a freedom fighter.

Richard Foot, Hull, Humberside.
Sonic Water Fun Game Winner.

P.S. I think the Tomy Games are absolutely excellent.



I hope you'll be very happy, Ricky, when you grow up to be a marriage guidance counsellor.

Knuckle Crush

Dear STC,

I have fallen truly, madly, deeply in love with Knuckles! I have posters of him all over my bedroom wall and I think of him more than anyone else in the world!

Carla Rogerson,
Worsley, Manchester.
MD owner.

Sonic Water Fun Game Winner.



I see! And I bet your grannie had a crush on Englebert Humperdink, Carla (ancient 'singer').

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below

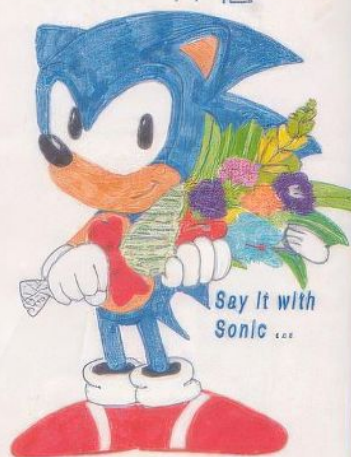


An Echidne-gram perhaps?

Bryony Holden, Glos. MCD/MD owner,
Sonic Water Fun Game Winner.

SONIC THE

CELEBRATION



Say it with Sonic ...

Stephanie Court, Steffs, W. Midlands.
Sonic Water Fun Game Winner.

Fur-ry Tales

Dear STC,

I have heard a rumour that Tails is finally going to have a girlfriend, and that she's called Fur? I would like to know if this is true or total codswallop?

Christopher Henry,
Chester-Le-Street, Co. Durham.
MD owner.

Sonic Water Fun Game Winner.



You know what they say about the quiet ones, Chris!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging.

It's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE ...

FREE!

SONIC SPINBALL SWEETS!

THE BIG CON!

ROBOTNIK INVITES YOU TO ATTEND

PLUS

STREETS OF RAGE!

HAVE THEY BET THEIR LIVES?

SONIC'S WORLD!

ENTER THE CYBERNIK ONCE AGAIN!



MARKO'S MAGIC FOOTBALL

EXTRA TIME WITH THE SLUDGE MONSTERS!

Q ZONE

RIP-ROARING LION KING SPECIAL

SUPER SONIC PIN-UP!

STC 46 - STILL GOIN' GREAT GUNS!
ON SALE SATURDAY, 18 FEBRUARY 1995

£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 4

OF **STC?**

%

